MiSec	recard Perfor	mance Summary	1000						MI M
usiness Unit: Lottery kecutive/Director Name: Brian Neill sporting Period: Mar 2018		Brian Neill						Green Yellow Red Date Ap	>=90% of target >= 75% - 90% of target <75% of target pproved: 4/16/2018
Metric ID		Metric	Status	Progress	Target	Current	Previous	Frequency	Metric Definition
ustomer/C	Sales-Hold times for reta	ales-Hold times for retailer calls		<u>-</u>	15	11	12	Monthly	Retailers utilize the Call Center when they have questions o problems. Shorter wait times reflect positively on the Bureau Target is maximum seconds on hold.
2	2 Sales-Number of retailer calls abandoned		Green	•7	5.0%	2.6%	1.7%	Monthly	Retailers utilize the Call Center when they have questions o problems. We wish to consistently handle their issues and have a low percentage of abandoned calls. Goal is to remail below target.
3	Sales-Market penetration by \$1 and \$2 price point		Green	€	100.00%	99.82%	99.21%	Monthly	Penetration by instant game price point insures that retailer has necessary product inventory for customer satisfaction and to maximize sales. Participation measured as a percent of retailers that carry product to total number of retailers.
3b	Sales-Market penetration by \$3 price point		Green	<u>.</u>	98.00%	93.97%	93.62%	Monthly	Penetration by price point insures that retailer has necessar product inventory for customer satisfaction and to maximize sales.
4	Sales-Market penetration by \$5 price point		Green	<b>.</b> ℃	98.00%	99.46%	99.57%	Monthly	Penetration by instant game price point insures that retailer has necessary product inventory for customer satisfaction and to maximize sales. Participation measured as a percent of retailers that carry product to total number of retailers.
5	Sales-Market penetration by \$10 price point		Green	<u>.</u>	90.00%	99.65%	99.30%	Monthly	Penetration by instant game price point insures that retailer has necessary product inventory for customer satisfaction and to maximize sales. Participation measured as a percent of retailers that carry product to total number of retailers.
6	Sales-Market penetration by \$20 price point		Green	-∆	80.00%	99.15%	97.00%	Monthly	Penetration by instant game price point insures that retailer has necessary product inventory for customer satisfaction and to maximize sales. Participation measured as a percent of retailers that carry product to total number of retailers.
10	CG-Increase Bingo, Raffle, and Charity Game Ticket Inspections		Green	=	10.00%	11.90%	11.90%	Monthly	Decrease fraudulent activity and identify profitability issues. Measured as a percentage increase in the number of inspections compared to the same period for the prior fiscal year.
11	CG-Increase Training Attendance		Green	=	10.00%	9.80%	9.80%	Monthly	Provide organizations with a better understanding to prever loss of proceeds. Measured as a percentage increase compared to the same period for the prior fiscal year.
12	Dig-Acquire mobile app of	lownloads	Green	•	20000	43349	19270	Monthly	Lottery Mobile App increases player engagement in new channels of media. This measure counts the number of mobile phone owners that install Lottery mobile app onto their mobile phone. Goal is to be at or above 20,000 downloads per month.
13	Sec-Timely communication and resolution to complaints and claims		Yellow	•7	100%	76%	95%	Monthly	Integrity and player confidence is critical to the Lottery. Timely communication and resolution to complaints and claims ensures that these issues are satisfied. Goal is to make first contact with claimant within 7 business days. Measured as a percentage of total claimants contacted in 7 days.
14	PR-Timely communicatio claims	n and resolution to complaints and	Green	=	100.0%	100%	100%	Monthly	Integrity and player confidence is critical to the Lottery. Timely communication and resolution to complaints and claims ensures that these issues are satisfied. Goal is to make first response to customers email within 3 business days. Measured as a percentage of total emails responded in 3 days.
15	PR-Increase Lottery related Press Releases		Green	•7	5	28	30	Monthly	Increases public awareness. Provides information about Michigan Lottery games, retailers and winners to public, retailers, media and other Lotteries. Increases player confidence and integrity of our games and mission. Goal is release 5 or more articles per month.
16	Sales-Market Penetration	by \$30 Price Point	Green	<u>.</u>	80.00%	98.54%	94.90%	Monthly	Penetration by price point insures that retailer has necessal product inventory for customer satisfaction and to maximize sales.
nancial									
1	Adm- Maximize Return to	the School Aid Fund	Red	<b>.</b> ℃	4.56%	2.67%	6%	Monthly	Year to date amount transferred from the Lottery to the School Aid Fund for the current fiscal year. Measured monthly as a percent increase compared to the same perior for the prior fiscal year.
2	Adm-Maximize Sales		Green	•7	4.91%	8.39%	9.57%	Monthly	Year to date Lottery sales total for the current fiscal year. Measured monthly as a percent increase compared to the same period for the prior fiscal year.
6	Mkt-Increase value adde	d (or bonused) media	Green	•4	13.00%	17%	16.00%	Monthly	Free media or bonus buy media allows the lottery to receive more media for dollars spent. Measured as a percentage of all TV and radio buys.
7	Mkt-Maximize digital adv	ertising exposure	Green	•7	65%	72%	79%	Monthly	This metric measures the viewability of desktop display ads Desktop display ads are considered viewable if 50% of thei pixels are in view for a minimum of one second and for desktop video that standard is 50% for 2 seconds. For large desktop ad units, 30% of pixels must be in view for 1 secon to be considered a Viewable ad. This metric ensures that t Lottery is receiving the most effective inventory and that ad are being viewed.
8	Mkt-Increase instant ticke	et transaction amount	Green	€	\$3.14	\$6.05	\$5.84	Monthly	This measurement is the average amount spent on an instaticket purchase transaction. It reflects the degree to which players are purchasing higher price tickets, which drives sales growth.
9	Adm-Control Operational Costs		Green	-7-	0.85%	0.71%	0.70%	Monthly	Focusing on operational efficiecies increase return to the School Aid Fund. This measure includes all Lottery operatin costs such as salary, wages, benefits, travel, leases, utilities equipment, supplies, and other miscellaneous operating costs. Measure is YTD operating costs as a percent of YTD Lottery ticket sales. Goal is to remain below target.

iternal Bu	siness Process							
2	Adm-Unqualified audit opinion for every semi-annual audit	Green	=	100%	100%	100%	Twice a Year	Sends a message to the Governor, Legislature, and public that the Lottery is run with integrity. Measured as a percent audits receiving unqualified audit opinion.
3	Adm-Prepare Comprehensive Annual Financial Report (CAFR) to meet GFOA requirements for their Certificate of Achievement for Excellence in Financial Reporting	Green	=	100%	100%	100%	FY Annually	This award is only for those CAFRs with the highest standards in government accounting and financial reporting and indicates integrity and transparency in financial reporting Measured as percentage of CAFR's that have received certificate.
4	IT Sec-Maintain the security and integrity of lottery transactions through effective IT security access controls	Green	=	90%	90%	90%	Monthly	System oversight of Lottery gaming system transactions through the Internal Control System (ICS). Measurable through daily monitoring of system logs and enforcement o security policies. Controllable through authorizing access to transaction systems through request forms and verification who accessed what from logs out of the firewalls, transaction servers, and the access control server. Measured as a percent of access problems discovered (e.g., violations and other issues).
6	CG-Improve Charitable Gaming license processing time.	Green	=	7	5	5	Quarterly	Streamline efficiencies in processing applications and licenses by further utilization of technology and software (i. HP Trim implementation.) These systems will provide the ability to process applications at a much faster pace. It will allow us to expand enterprise wide to enable us to reach a larger group to provide awareness and information to our customers. It will give CG the ability to allow electronic payment to significantly cut processing time and operating costs. i.e. less incoming mail, eliminate processing of hard copy checks, less data entry, quick licensing turn around time. Measured as the average number of days to process an application. Goal is to remain below target.
9	Sec-Processing security checks for Lottery retailer licensing applications within 3 business days.	Green	•7	100%	98%	100%	Monthly	All Lottery retailer licensing applicants are subject to a security check by Lottery Security. Efficient processing of these applications helps potential new retailers become operational and begin selling tickets. Measured as a perce of applications processed in 3 days.
ood Gove	rnment							
2	Adm-Increase the percentage of Lottery Champions by 10%	Yellow	•7	75%	67%	71%	FY Annually	Lottery's 2015 Employee Engagement Survey categorized 71% of our employees as Champions. The characteristics these employees include a strong identification with organization objectives, a high level of loyalty to the organization, and a high level of willingness to cooperate a motivate colleagues. The Lottery's 2017 Champions goal is set at 75%. Data will be updated when the next annual survey results are available.
7	Adm-Employee Engagement Survey participation percentage	Yellow	<b>.</b> ₽	84%	75%	82%	FY Annually	Percent of Lottery employees that participated in a State o Michigan Employee Engagement Survey. The Lottery's 20 response rate goal is set at 84%.